



Welcome!

This rulebook contains the Coralón suite of games for the Vines deck. For complete Vines rules, including fundamentals of the games and history of the deck, please download the “Vines Rules” document from Crab Fragment Labs: <https://www.crabfragmentlabs.com/vines>

The Coralón series includes two cutthroat variations including “Thieves,” and partners versions of both of those games. There are small changes in each, so please read carefully.

And if you have feedback on our games, please send it along. There’s a handy form on our “About” page, <https://www.crabfragmentlabs.com/about>

About Crab Fragment:

Crab Fragment Labs is a small tabletop design studio, dedicated to bringing good games directly to customers with a minimum of fuss. You can print and play our games completely free, or buy the decks from DriveThruCards. If you’d like to support us, consider backing us on Patreon. Every pledge helps keep James Ernest and his family from begging on the streets.

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Game 1, Coralón

Summary: The game of Coralón contains perhaps the simplest version of the basic rules, and is widely considered the first Vines game that new players should learn. Many other games follow the same basic format. It is also the game most commonly known simply as “Vines.”

Alternate Names: Coralón is named after Dockmaster Gordel Coralón, architect of the canal that also bears his name. The game is known by many other names including Vines (in Meere and points south); Marshal (in Sierin); and Cinamon (in Lowgale and LaForêt).

Players: 3 to 6, best with 4 or 5.

The Deal: Shuffle the deck and deal out all the cards. If some players receive an extra card (this will happen unless there are exactly five players), those players must look at their hands and then discard one card, face down.

Bidding: Starting on the dealer’s left and proceeding once around the table, players must make a bid, or pass. You are bidding on the number of tricks you can take, if you win the bid. The minimum bid is two, and each player may either pass, or bid higher than the current bid. If no one else bids, the dealer must bid at least two.

The High Bidder: The player who made the highest bid will lead the first trick. Their first lead becomes trump. All other bids are forgotten.

On Each Trick: The leader plays the first card of each trick. Starting on the leader’s left, each player in turn must play one card. Players must follow suit if they are able. If you cannot follow suit, then you may play any card you wish.

The highest card in the trick takes the trick. “Highest” means the highest card in the trump suit, or if no trumps are played, the highest card in the led suit.

The player who takes the trick will lead the next one. Continue until all the cards have been played out, and then score the hand.

Scoring: Each trick is generally worth one point. However, there are rewards and penalties based on whether the bidder was successful in making their bid:

- **Matching Exactly:** If the bidder collects their bid *exactly*, they score points for their tricks, but all other players score *nothing*.
- **Exceeding:** If the bidder takes more than their bid, then all players (including the bidder) score normally, one point per trick.
- **Missing:** If the bidder fails to accomplish their bid, then they score zero points. All other players score one point per trick.

Winning: After each round, pass the deal to the left. Continue until someone has reached the winning score, which varies based on the number of players:

Number of Players:	3P	4P	5-6P
Winning Score:	60	40	25

Ties: If two players tie with a winning score, the advantage goes to the bidder. If neither was the bidder, then it goes to the player who, on the last round, was closest on the dealer’s left.

Variant Rule: Bidding “Zero” and “Less.”

Bidding Zero: A player can bid “zero.” This doesn’t interrupt the usual order of increasing values, so the next non-zero bid must still be higher than the last positive number.

If the *last* bid is zero, that player wins the bidding. Two scoring options are now possible:

- **The bidder takes zero tricks.** In this case, they score the total number of available tricks in the round (that is, the number of cards dealt), and their opponents score nothing.
- **The bidder takes one or more tricks.** The bidder scores nothing, and all other players score normally. Note that because of this, once the bidder takes a trick, they should try to take as many as they can, to keep those points away from the other players!

Bidding Less: After a bid of zero, a subsequent player can bid “less” which means that they can not only take zero tricks, but also that all the previous zero bidders will *not take zero*. In this case, they only qualify if they take zero tricks, and if all other zero bidders take at least one. House rules vary as to whether a “zero” bid can be followed by another zero, or must be followed with “less.”



Game 2, Coralón (Partners)

Summary: Coralón can be played as a team game with exactly four players. Because this game requires teams to bid without knowing each other's hand, trump is not chosen by the bidder. Instead, a random card dictates the eligible trump suit.

General Partners Rules: In a team game, partners sit across the table from each other. Teams are not allowed to communicate anything about the contents of their hand, except what can be gleaned from the bidding, and the play. Enforcing this rule can be practically impossible in a hostile environment, but players are encouraged to keep to the spirit of the game.

Players: 4 players in two teams

The Deal: Shuffle the deck and deal 13 cards to each player. Set aside the remaining 3 cards in the center of the table. These cards are "in the box."

Turn over one of the boxed cards. This card designates the available trump for the hand.

Bidding: Starting on the dealer's left and proceeding once around the table, players bid the number of points they think their team can take. Each trick is worth a point, and the minimum bid is two. If no one else bids, the dealer must bid at least two.

The High Bid: The player who made the highest bid has two options: They may pick up the three cards in the box, and then discard any three cards. This decision confirms that the suit of the faceup card is trump. Instead, they may declare "no trump," and leave the cards in the box, turning the faceup card back down.

This player leads the first trick. They may lead any card, because trump is already set.

Sequence of Play: Tricks proceed normally, with the winner of each trick leading the next trick. Partners can help each other through card play, but they can't communicate about strategy or the contents of their hands.

Scoring: The scoring depends on whether the bidding team succeeded in making their bid. They get the best result for hitting their bid exactly.

- **Matching Exactly:** If the bidding team collects their bid *exactly*, they score points for their tricks, and the other team scores zero.
- **Exceeding the Bid:** If the bidding team takes more tricks than their bid, then all teams (including the bidders) score normally, one point per trick.
- **Missing the Bid:** If the bidding team *did not* take at least as many points as they bid, they score zero points, and the other team scores one point per trick.

Winning: The target score is 60 points.

Variant Rule: Bidding Zero and Double Zero.

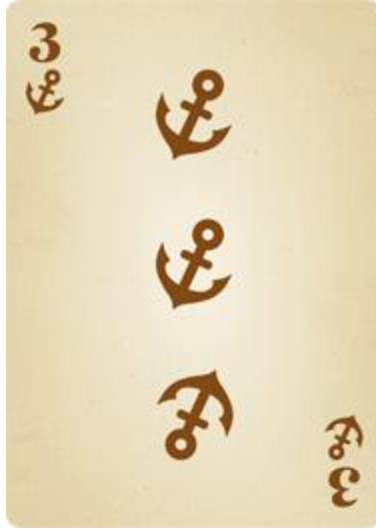
Any player can make a bid of zero. This bid doesn't interrupt the usual order of increasing bids, but it does count as "higher" than any number that came before it.

When one player wins the bidding with a bid of zero, their teammate sits out of the hand. In the ensuing three-player hand, the bidder must take zero tricks, or suffers the penalty, as follows:

- **The bidder takes zero tricks.** In this case, their team scores ten points, and their opponents score nothing.
- **The bidder takes one or more tricks.** In this case, they score nothing, and the other team scores their tricks normally.

Double Zero: After a bid of zero, the zero bidder's partner may make a bid of Double Zero. In this case, both players play in a 4-handed game, and the entire team must take zero points. In this case, their reward for succeeding is 25 points.

Note: The zero and double zero bids are borrowed from Ducks and Geese, a popular partners game that scores point cards (Deuces and Farmers) in addition to tricks. Rules for Ducks and Geese are below.



Game 3, Thief

Summary: The game of Thief is based on the game of Coralon, above, but adds a second key suit, called the thieves. This new key suit behaves very differently from trump.

Key Suits: “Key suits,” also called “prestige suits,” is a category that includes all suits with a special behavior, such as trump. Ordinarily there is only one key suit, so there’s no need to name the category. But in thief, we have two.

Alternate Names: Thief, and its partners variation below, are some of the most widely-played Vines games. Regionally the game is known by many names including Jesters, Cowards, Rogues, or Turns, each being a different nickname for the thief suit.

Players: 3 to 6, best with 4 or 5.

The Deal: With 4, 5, or 6 players, shuffle the deck and deal out all the cards. If some players receive an extra card (this will happen unless there are five players), those players look at their hands, and then discard one card face down. With three players, deal hands of 12 cards. In this case, the rest of the deck will not be used.

Bidding: Starting on the dealer’s left and proceeding once around the table, players must bid a number of points they think they can take, or pass. Each trick is worth a point, and each thief is worth a point. Because there are more points in this game, the minimum bid is three.

Available Points: The number of tricks is equal to the number of cards in the starting hand, but the number of thieves that will be scored is unknown. It could be as few as zero, or as high as eleven, with most games falling somewhere in between.

The High Bidder: The player who made the highest bid will lead the first trick. They may declare their lead to be either the trump suit or the thief suit. Whichever they choose, the other key suit will be determined through card play.

The Second Key: If the opener declared their lead to be trump, then the second key suit is thieves, and vice versa. In either case, the second key suit is determined by the first card that is played *out of suit*, i.e. that is neither the led suit, nor the other key suit. This can happen at any time: on the first trick or the last, or never, depending on the flow of the hand.

For example, assume that Locks are trump, and there is no thief suit yet. If a Crown is led, then the first card played on this trick that is neither a Lock nor a Crown will become the thief suit. If that doesn't happen, then the thief suit is not yet known.

Scoring Thieves: Whenever a trick includes a thief, the player who played the *lowest* thief on that trick keeps that card as a point. Any higher thieves played on the same trick are collected with the trick, and *not scored*. Arrange your captured thieves face up, and your tricks face down, to make your score easier to count.

Note: If any cards in the thief suit were played prior to the identification of the thief suit, those cards are not scored.

Scoring the Hand: Each trick is worth one point, and each thief is worth one point. The bidder's rewards and penalties are as follows:

- **Matching Exactly:** If the bidder matches their bid *exactly*, then they score points for their tricks and thieves, but all other players score nothing.
- **Exceeding the Bid:** If the bidder takes more tricks than their bid, then all players (including the bidder) score normally, one point per trick and one per thief.
- **Missing the Bid:** If the bidder did not collect at least as many points as they bid, then they score zero, and all other players score one point for each trick and each thief.

Winning: The winning score varies based on the number of players:

Number of Players:	3P	4P	5-6P
Winning Score:	60	40	30

Ties: If two players tie with a winning score, the advantage goes to the bidder. If neither was the bidder, then it goes to the player who, on the last round, was closest on the dealer's left.

Scoring Variation: In some regions, players bid only in tricks, not total points, and thieves are scored regardless of success. This is borrowed from the partners version, explained below.



Game 4, Thieves (Partners)

Summary: Thief can be played as a team game, “Thieves”. The important wrinkle is that because thieves are so unpredictable, teams bid only the number of *tricks* they will take. Thieves are always scored, and they do not affect whether a team succeeded at their bid.

Alternate Names: This game is commonly known as Walop in Laforêt and points south. Elsewhere it bears the usual variations mentioned above.

Players: 4 players in two teams

The Deal: The dealer gives each player 13 cards, then leaves the last three cards on the table, or “in the box,” with one card revealed.

Determining the Key Suits: The revealed box card dictates the available trump suit. Therefore, the bidder cannot choose *either key suit*, though they may still declare “no trump” and refuse the boxed cards. In this game, the thief suit is always established through card play.

Bidding: Players bid on their team’s potential *tricks* only (*not* their Thieves). Thieves are always scored, whether bidders make their bid or not.

Scoring: The scoring penalties are based on whether the bidding team made the correct number of tricks, and are the same as Thief, above. Regardless of any rewards and penalties based on tricks, thieves are always scored.

Winning: Play to a combined score of 80 points.